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CS308 Gizmo-Ball

Week 4 Report

[WD-MW] | [Group 4] | [7/2/18]

Main Points Covered from the Previous Week:

1. Began the 4 main prototypes of the next submission
2. Made a layout of the code with the basic shell of the system
3. Used the GitLab repository to store our work
4. Added Murray as a member of the project to view our files
5. Began coding the model package of Gizmo
6. Started the GUI
7. Some of the model code has been completed, we will continue with this and add code for ball collision detection in the coming weeks

Main Tasks to be covered in the coming week:

1. Continue with coding the prototypes
2. Completed the GUI code
3. Add functionality to the GUI such as add triangle add absorber etc.
4. Look at the verification and validation tests, and make sure our system implements the main functional requirements
5. Use a test-driven development approach, I.e. code JUnit tests as we code the prototypes